

Application No.: 09/653,286  
Amendment

AMENDMENTS TO THE CLAIMS

1. (Previously presented): An entertainment system comprising:
  - an entertainment apparatus for executing various programs;
  - at least one manual controller for inputting a manual control request of a user to said entertainment apparatus;
  - a display monitor for displaying an image outputted from said entertainment apparatus; and
  - message displaying means for displaying a message on said display monitor such that a color of words of a category changes in response to, and to indicate, experiences of a character in a scenario of a program executed by the entertainment apparatus.
2. (Original): An entertainment system according to claim 1, wherein message data to be processed by said message displaying means comprises a plurality of combinations of a data unit indicating a word to be displayed and a display color code of said word to be displayed, said display color code indicating a display color of said word corresponding to a type of said word.
3. (Original): An entertainment system according to claim 2, wherein said message determining means comprises display color code setting means for determining a type of a word having an undefined color code in said message data and defining said undefined color code based on the determined type.
4. (Original): An entertainment system according to claim 1, wherein said message displaying means comprises message frame displaying means for displaying a message frame containing said message.

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5. (Original): An entertainment system according to claim 4, wherein said message frame displaying means comprises message frame determining means for determining a display area of said message frame based on the number of characters in said message and display areas of main objects in a scene presently displayed on said display monitor.

6. (Previously presented): An entertainment apparatus for executing various programs, said entertainment apparatus being connectable to at least one manual controller for inputting a manual control request of a user to said entertainment apparatus, and connectable to a display monitor for displaying an image outputted from said entertainment apparatus,

wherein said entertainment apparatus comprises message displaying means for displaying a message on said display monitor such that a color of words of a category changes in response to, and to indicate, experiences of a character in a scenario of a program executed by the entertainment apparatus.

7. (Previously presented): A recording medium for storing a program and data for use of an entertainment system, said entertainment system comprising:

an entertainment apparatus for executing various programs;  
at least one manual controller for inputting a manual control request of a user to said entertainment apparatus; and  
a display monitor for displaying an image outputted from said entertainment apparatus;

wherein said program comprises the step of displaying a message on said display monitor such that a color of words of a category changes in response to, and to indicate, experiences of a character in a scenario of a program executed by the entertainment apparatus.

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8. (Original): A recording medium according to claim 7, wherein message data to be processed in said step of displaying a message comprises a plurality of combinations of a data unit indicating a word to be displayed and a display color code of said word to be displayed, said display color code indicating a display color of said word corresponding to a type of said word.

9. (Original): A recording medium according to claim 8, wherein said step of displaying a message comprises the step of determining a type of a word having an undefined color code in said message data and defining said undefined color code based on the determined type.

10. (Original): A recording medium according to claim 7, wherein said step of displaying a message comprises the step of displaying a message frame containing said message.

11. (Original): A recording medium according to claim 10, wherein said step of displaying a message comprises the step of determining a display area of said message frame based on the number of characters in said message and display areas of main objects in a scene presently displayed on said display monitor.

12. (Previously presented): A program readable and executable by a computer, said program being for use of an entertainment system comprising:

an entertainment apparatus for executing various programs;  
at least one manual controller for inputting a manual control request of a user to said entertainment apparatus; and  
a display monitor for displaying an image outputted from said entertainment apparatus;  
wherein said program comprises the step of displaying a

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message on said display monitor such that a color of words of a category changes in response to, and to indicate, experiences of a character in a scenario of a program executed by the entertainment apparatus.

13. (Previously presented): The entertainment apparatus as claimed in claim 1, wherein the message displaying means is configured to determine if an event or a condition occurs, and to display a first word of a same type in meaning in said message in an alternate color.

14. (Previously presented): The entertainment apparatus as claimed in claim 1, wherein the displaying of the message includes displaying the message on said display monitor such that the color of a word of a type in said message is dependent on previous manual control requests.

15. (Previously presented): The entertainment apparatus as claimed in claim 6, wherein the words of the category in said message are displayed in a first color when events have not occurred and the words of the category in said message are displayed in a second color when events have occurred.

16. (Previously presented): The entertainment apparatus as claimed in claim 6 wherein the displaying of the message includes displaying the message on said display monitor such that words of a same type in meaning in said message are displayed in one of two colors, where a word is displayed in a first color of the two colors if an event or a condition occurs.

17. (Previously presented): The recording medium as claimed in claim 7, wherein a first word and a second word of a first

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type are displayed in a first color if a first event and a second event, respectively, have not occurred, and the first word of the first type is displayed in a second color if the first event has occurred.

18. (Previously presented): The entertainment apparatus as claimed in claim 17, wherein the second word of the first type is displayed in a second color if the second event has occurred.

19. (Canceled).

20. (Previously presented): An entertainment system in accordance with claim 1, wherein the category comprises a place category and the color of a word of the place category indicates whether a character has previously visited the place.

21. (Previously presented): An entertainment system in accordance with claim 1, wherein the category comprises a person category and the color of a word of the person category indicates whether a character has previously met the person.

22. (Previously presented): An entertainment apparatus in accordance with claim 6, wherein the category comprises a place category and the color of a word of the place category indicates whether a character has previously visited the place.

23. (Previously presented): An entertainment apparatus in accordance with claim 6, wherein the category comprises a person category and the color of a word of the person category indicates whether a character has previously met the person.

24. (Previously presented): A recording medium in

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accordance with claim 7, wherein the category comprises a place category and the color of a word of the place category indicates whether a character has previously visited the place.

25. (Previously presented): A recording medium in accordance with claim 7, wherein the category comprises a person category and the color of a word of the person category indicates whether a character has previously met the person.

26. (Previously presented): A program in accordance with claim 12, wherein the category comprises a place category and the color of a word of the place category indicates whether a character has previously visited the place.

27. (Previously presented): A program in accordance with claim 12, wherein the category comprises a person category and the color of a word of the person category indicates whether a character has previously met the person.

28. (Previously presented): An entertainment system comprising:

- an entertainment apparatus for executing various programs;
- at least one manual controller for inputting a manual control request of a user to said entertainment apparatus;

- a display monitor for displaying an image outputted from said entertainment apparatus; and

- message displaying means for displaying a message on said display monitor such that a color of words of a place category changes in response to, and to indicate, whether a character in a scenario of a program executed by the entertainment apparatus has previously visited the place.

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29. (Previously presented): An entertainment system comprising:  
an entertainment apparatus for executing various programs;  
at least one manual controller for inputting a manual control request of a user to said entertainment apparatus;  
a display monitor for displaying an image outputted from said entertainment apparatus; and  
message displaying means for displaying a message on said display monitor such that a color of words of a person category changes in response to, and to indicate, whether a character in a scenario of a program executed by the entertainment apparatus has previously met the person.

30. (New): A method for use in an entertainment system, comprising the steps of:  
receiving a manual control request from a manual controller to control a first character to approach a second character;  
receiving a command from the manual controller to obtain information from the second character;  
displaying a message in a message frame on a display in response to the command;  
including in the message at least one of a name of a person, a name of a place, and a name of a monster;  
if the name of a person is included in the message, displaying the name of the person in a first color if the first character has already met the person, and displaying the name of the person in a second color if the first character has not already met the person;  
if the name of a place is included in the message, displaying the name of the place in a third color if the first character has already visited the place, and displaying the name of the place in a fourth color if the first character has not

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already visited the place; and

if the name of a monster is included in the message, displaying the name of the monster in a fifth color if the first character has already been in battle with the monster, and displaying the name of the monster in a sixth color if the first character has not already been in battle with the monster.

31. (New): An entertainment system comprising:

an entertainment apparatus for executing various programs;

at least one manual controller for inputting information to said entertainment apparatus;

a display for displaying an image outputted from said entertainment apparatus;

means for receiving a manual control request from the manual controller to control a first character to approach a second character;

means for receiving a command from the manual controller to obtain information from the second character;

means for displaying a message in a message frame on the display in response to the command, wherein the message includes at least one of a name of a person, a name of a place, and a name of a monster;

a person's name unit configured to indicate that the name of the person should be displayed in a first color if the first character has already met the person, and configured to indicate that the name of the person should be displayed in a second color if the first character has not already met the person;

a place's name unit configured to indicate that the name of the place should be displayed in a third color if the first character has already visited the place, and configured to indicate that the name of the place should be displayed in a fourth color if the first character has not already visited the

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place; and

a monster's name unit configured to indicate that the name of the monster should be displayed in a fifth color if the first character has already been in battle with the monster, and configured to indicate that the name of the monster should be displayed in a sixth color if the first character has not already been in battle with the monster.